

GAME BOY ADVANCE

SUPER STREET FIGHTER II

TURBO REVIVAL™

INSTRUCTION BOOKLET

CAPCOM

AGB-AXRE-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

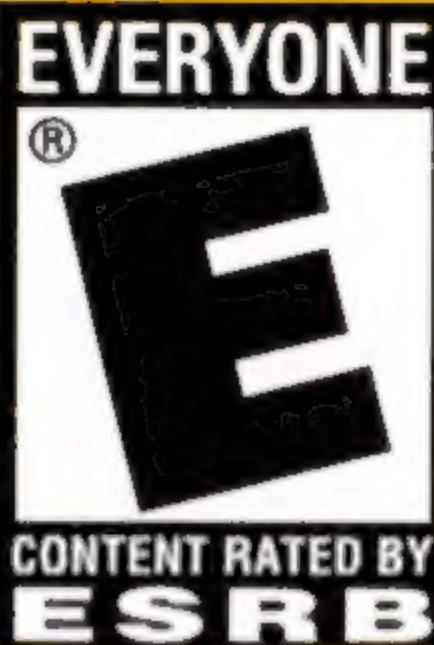
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

CAPCOM

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway
Sunnyvale, CA 94085

©CAPCOM CO. LTD., 2001

©CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO. LTD. STREET FIGHTER is a registered trademark of CAPCOM CO. LTD. SUPER STREET FIGHTER TURBO REVIVAL is a trademark of CAPCOM CO. LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.

LICENSED BY

Nintendo

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Controls	4
Starting Up	6
Arcade Mode	7
VS. Mode	10
Training Mode	12
Option Mode	13
The Challengers	14
All Things Capcom	31
Credits	32
90-Day Limited Warranty	

The Challengers

Balrog	15
Blanka	16
Cammy	17
Chun-Li	18
Dee Jay	19
Dhalsim	20
E. Honda	21
Fei-Long	22
Guile	23
Ken	24
M. Bison	25
Ryu	26
Sagat	27
T. Hawk	28
Vega	29
Zangief	30

REGISTER ONLINE AT WWW.CAPCOM.COM

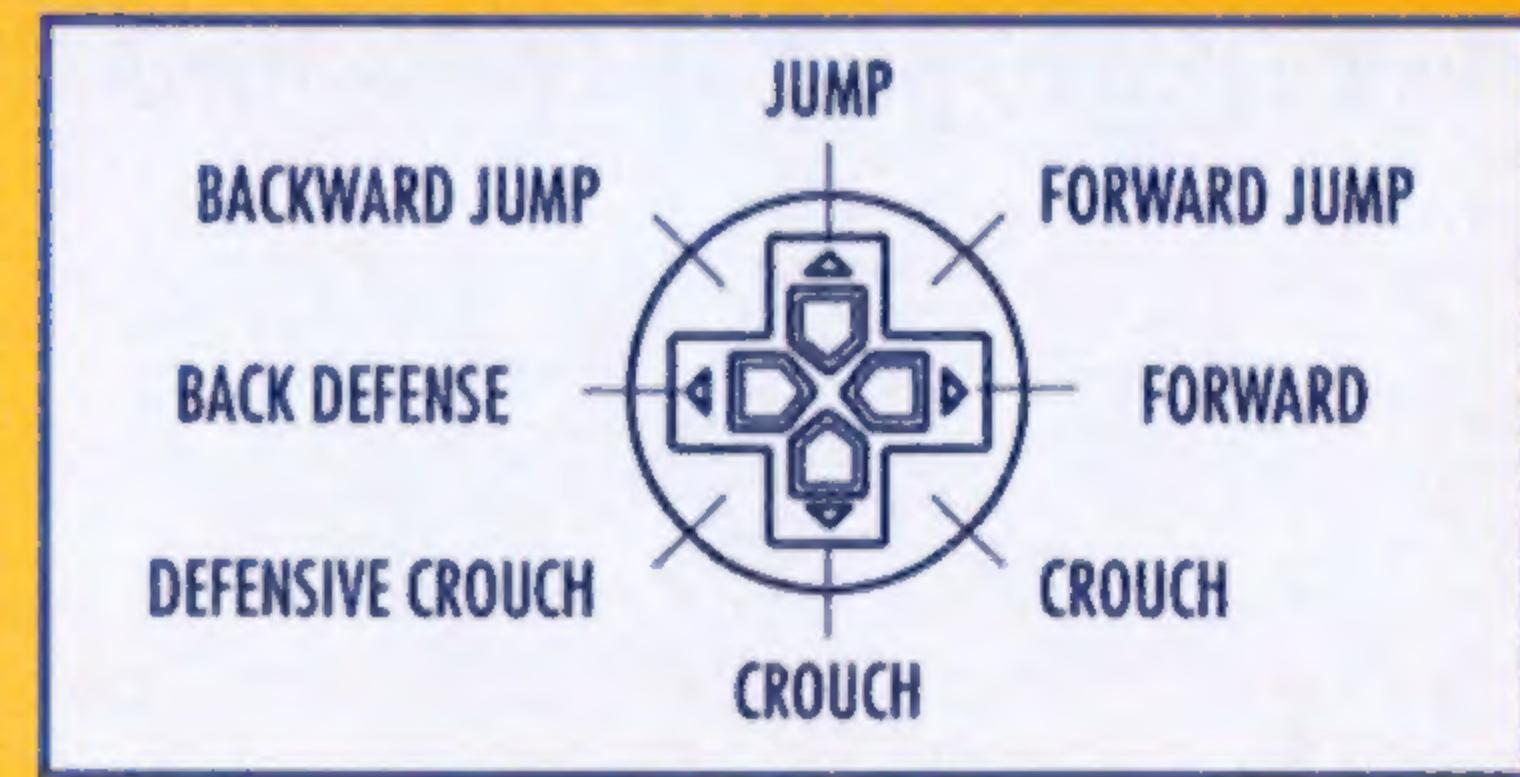
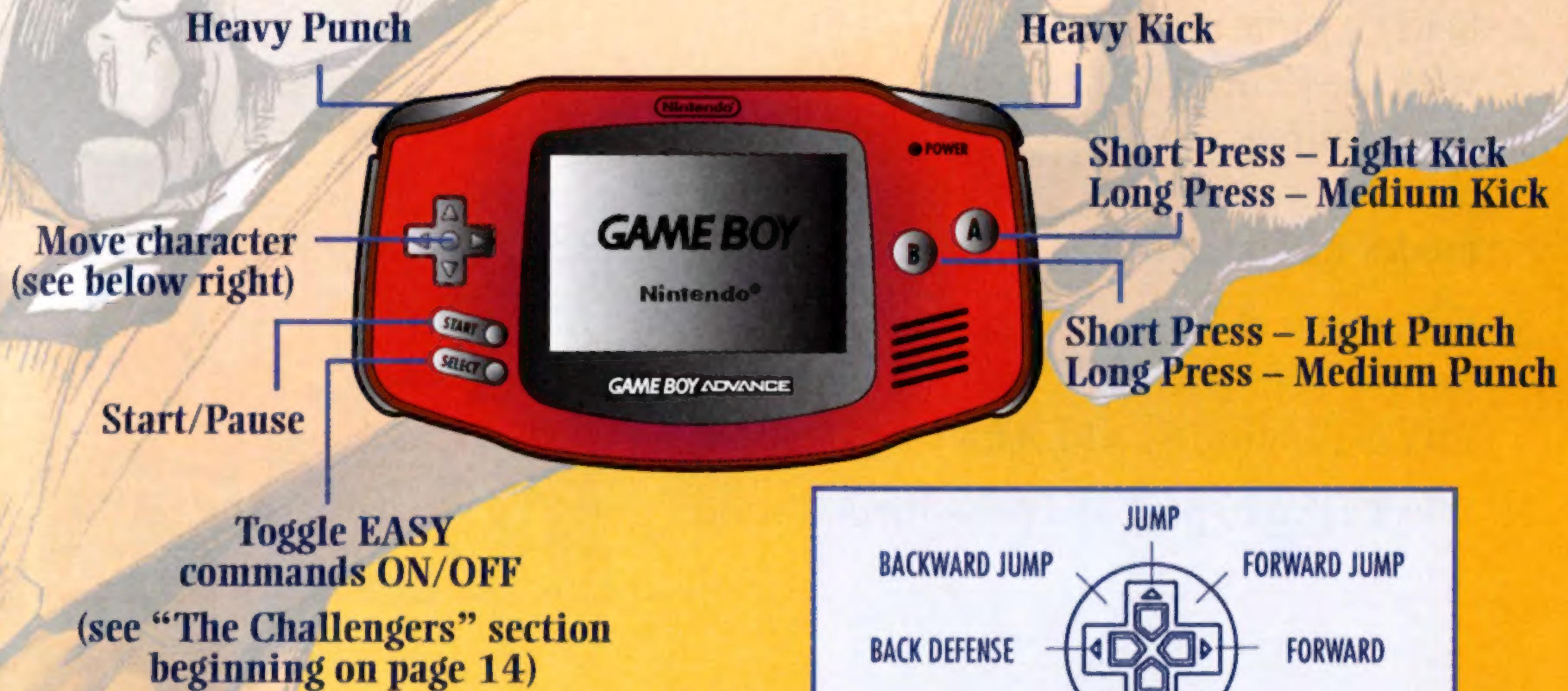
CONTROLS

MENU CONTROLS



Gameplay reset: A Button + B Button + START + SELECT simultaneously.
These controls are default. You can change them in Option mode (see page 13).

GAMEPLAY CONTROLS



STARTING UP

1. Press START in the Title Screen to display the Mode Select Screen.
2. Select a game mode (see pages 7–13) with the Control Pad and press the A Button.
Note: As you play the game, hidden game modes will be unlocked.
3. Select your character and press the A or B Button. Some colors on your character will vary depending on which button you press.
4. Select a game speed and press the A Button.



ARCADE MODE

Travel and defeat Street Fighters around the world. If you're a great fighter, you will eventually reach the finals. Defeat the final boss to see the spectacular ending. Dig deep and work for it!

RULES

- ROUND** The first fighter to completely drain the opponent's vitality within the time limit wins the round. If time runs out, the fighter with more vitality remaining wins.
- MATCH** The first fighter to win 2 rounds out of 3 wins the match. (You can change the number of rounds in Option mode. See page 13.)
- DRAW** A draw game occurs when both fighters run out of vitality simultaneously (double K.O.) or when both fighters have equal vitality when time runs out.
- VS POINTS** During play, you will gain VS Points based on the moves you use, and the faster you win each round. When your VS Points reach a certain amount, get ready for a surprise!

GAME SCREEN

Your Character

Your
Character's
Vitality Bar

Super Combo
Gauge

When this is full, you can
perform a Super Combo.

Match Time

Opponent

Opponent's
Vitality Bar

Opponent's
Super Combo
Gauge



BASIC MOVES

THROW

Press the Control Pad + any Punch (P) or Kick (K) button when your character is close to an opponent.

RECOVER

If your character is dizzied, tap the Control Pad and any Punch or Kick button rapidly to recover quickly.

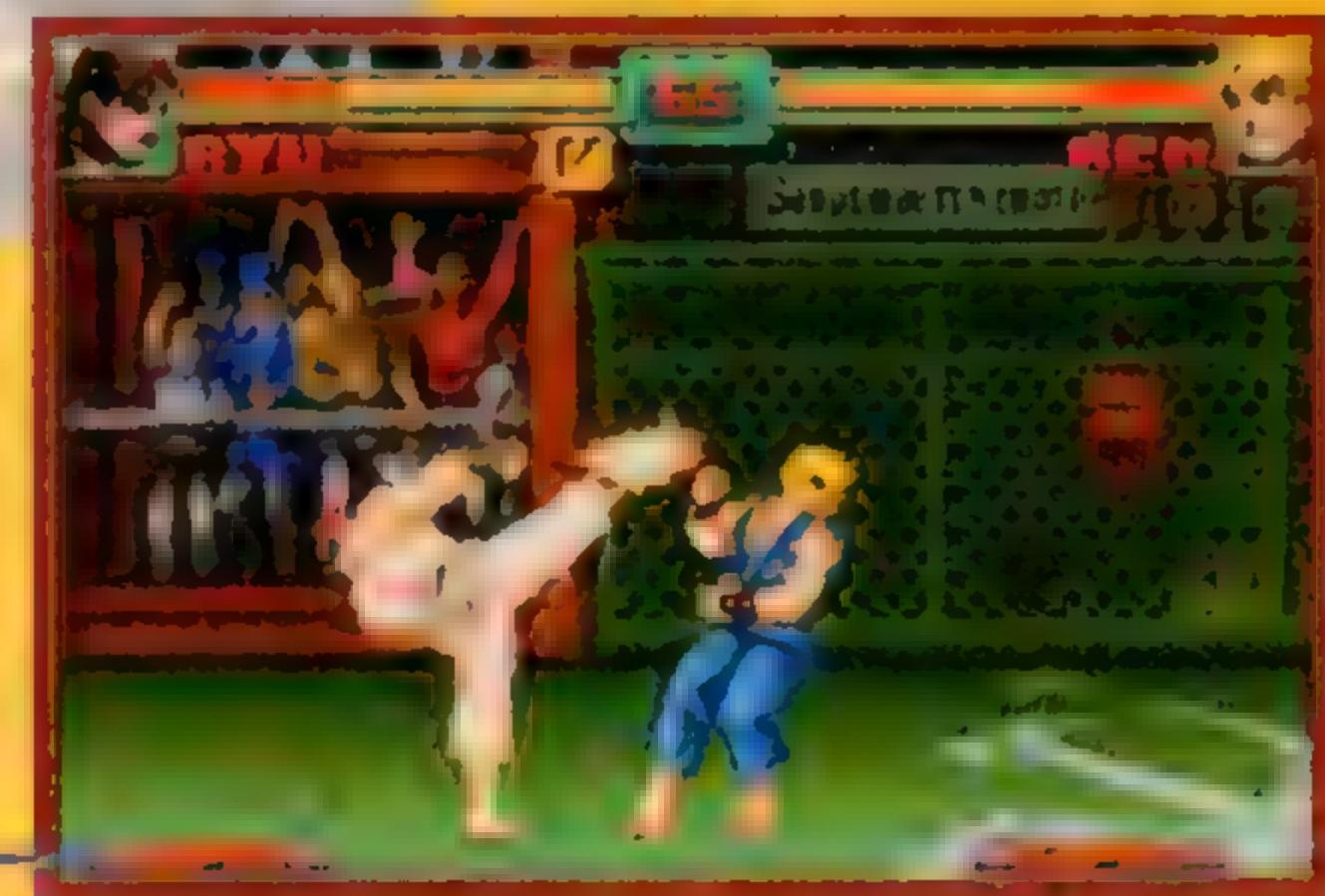
SPECIAL MOVES

Each character can perform unique special moves when you press different button combinations. See “The Challengers” section beginning on page 14 for button combos.

SUPER COMBO

The Super Combo Gauge builds up as you attack. When the gauge is full, your character can perform a powerful Super Combo when you input a special command. See “The Challengers” beginning on page 14 for Super Combo button commands.

Super Combo Gauge



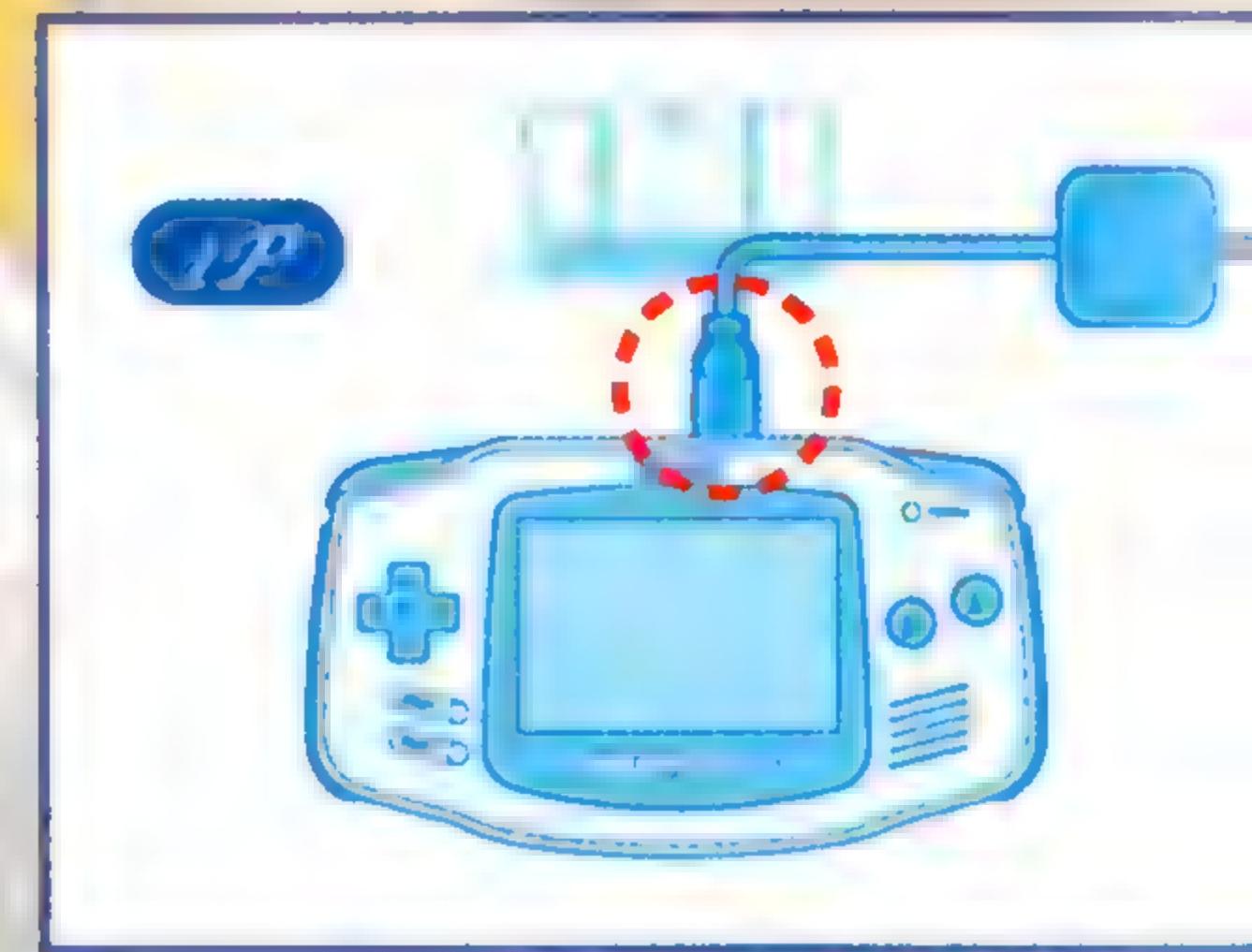
VS. MODE

CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE

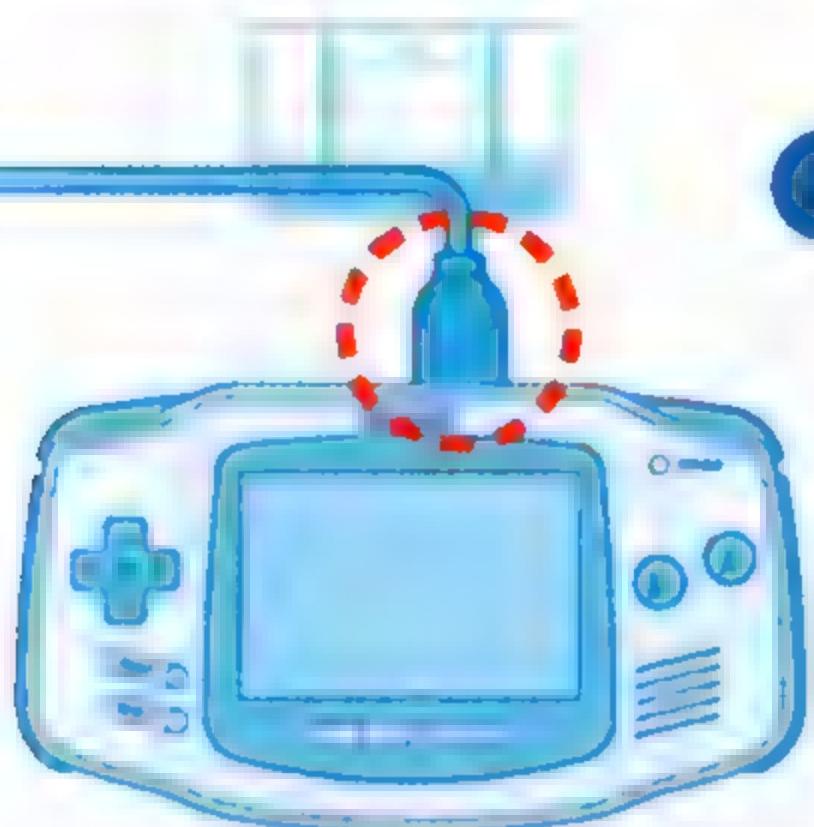
You need:

- 2 Game Boy® Advance systems
- 2 SUPER STREET FIGHTER II:
TURBO REVIVAL Game Paks
- 1 Game Boy® Advance Game Link® Cable

1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a SUPER STREET FIGHTER II: TURBO REVIVAL Game Pak into each Game Boy® Advance system.
2. Connect the Game Link® Cable to the external extension connector on both Game Boy® Advance systems.
Important: The unit connected to the smaller plug is 1P.
3. Turn on the units.



LINK PLAY



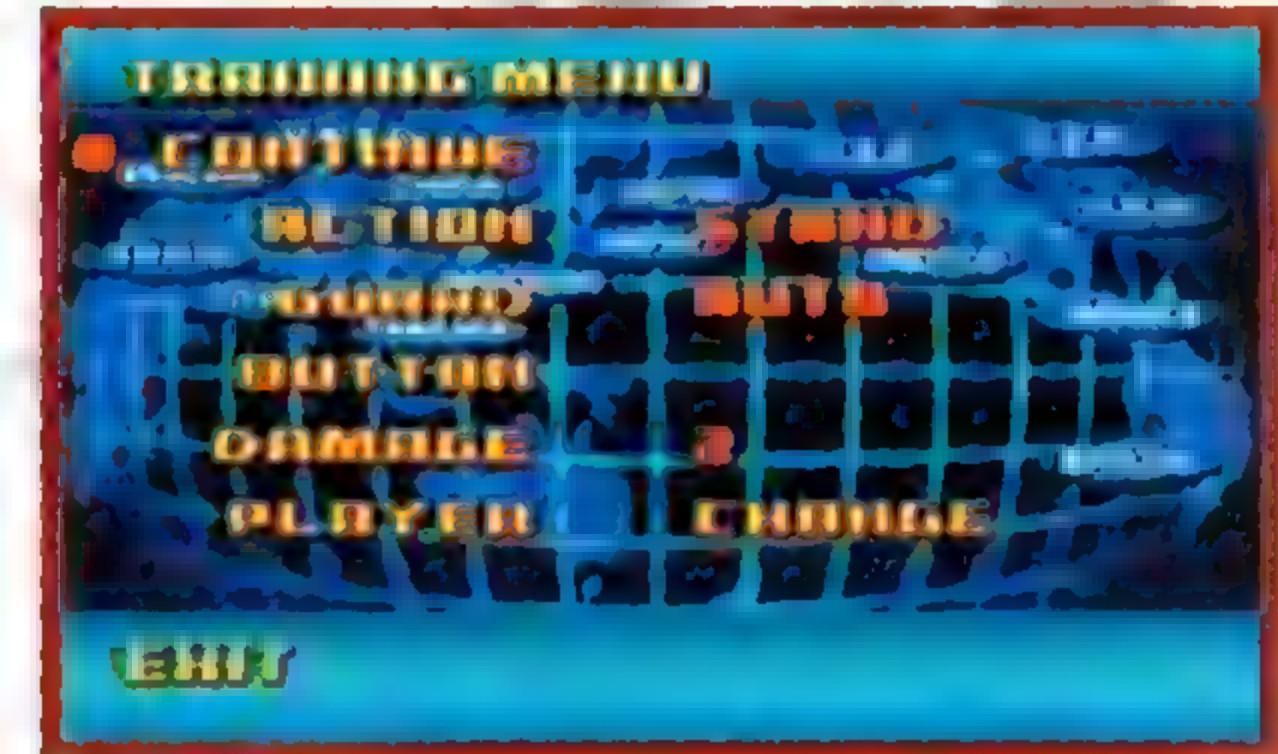
With 2 *Game Boy® Advance* systems connected by a *Game Link® Cable*, 2 players can play simultaneously. Choose LINK PLAY in the Mode Select screen and select YES simultaneously on both *Game Boy® Advance* systems. The game starts after both players select their characters and game speeds. Players can continue unlimitedly in Link Play, selecting new characters and speeds before each match.

The *Game Link® Cable* may malfunction if:

- It is not for the *Game Boy® Advance* system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication Cable.
- More than 2 *Game Boy® Advance* systems are connected.

TRAINING MODE

In this mode you can practice your moves, combos and Super Combos before entering an Arcade or VS Mode match. During training, you can open the Training Menu by pressing START. Use this menu to adjust various settings for your sparring partner character.



OPTION MODE

Press the Control Pad to select an option, and to change the setting. When you're finished, press the A Button to save your settings.

- | | |
|---------------|--|
| LEVEL | Set the difficulty level. |
| TIME | Set the match time. |
| ROUNDS | Set the number of rounds in a match. |
| DAMAGE | Set the attack damage level. |
| GAUGE | Set the Super Combo Gauge level. |
| BUTTON | Reset the button assignments and control settings. |

THE CHALLENGERS

A short list of Special Moves beyond the basic punches and kicks is given for each character. Moves should be done in a smooth, quick motion. The arrows show which direction to press the Control Pad. Then press the Punch or Kick button indicated to complete the move. You can perform a Super Combo when your character's Super Combo Gauge is full.

EASY COMMANDS

Press SELECT to toggle the EASY commands ON/OFF. These commands let you perform the moves by pressing fewer buttons.



BALROG

SPECIAL MOVES

Straight Dash Punch	(charge) + P	+ P
Straight Uppercut	(charge) + K	+ K
Final Punch	Hold P or K for awhile, then release	
Ground Dashing Punch	(charge) + P	+ P
Ground Dashing Uppercut	(charge) + K	+ K

SUPER COMBO

Crazy Buffalo	(charge) + P or K	A + B
---------------	----------------------	-------

BLANKA

SPECIAL MOVES

EASY

Electric Thunder	P (rapidly)	P (rapidly)
Rolling Attack	◀ (charge) ▶ + P	◀ ▶ + P
Vertical Rolling Attack	▼ (charge) ▲ + K	▼ ▲ + K
Backstep Rolling	◀ (charge) ▶ + K	◀ ▶ + K

SUPER COMBO

Ground Shave Rolling Attack	◀ (charge) ▶ ◀ ◀ + P	A + B
-----------------------------	----------------------	-------

C A R M Y

SPECIAL MOVES

EASY

Cannon Spike

→ ↓ ← + K

↑ + K

Spiral Arrow

↓ ← → + K

→ + K

Spinning Knuckle

← ↓ → + P

← → + P

Hooligan Combo

← ↓ ↑ ← → ↑ + P

↓ ↑ + P

SUPER COMBO

Spin Drive Smasher

↓ ← → ↓ ← → + K

A + B

CHUN-LU

SPECIAL MOVES

EASY

Kikouken	\leftarrow (charge) $\rightarrow + P$	$\leftarrow \rightarrow + P$
Hyakuretsukyaku	K (rapidly)	K (rapidly)
Spinning Bird Kick	\leftarrow (charge) $\rightarrow + K$	$\leftarrow \rightarrow + K$
Tenshokyaku	\downarrow (charge) $\uparrow + K$	$\downarrow \uparrow + K$

SUPER COMBO

Senretsukyaku	\leftarrow (charge) $\rightarrow \leftarrow \rightarrow + K$	$A + B$
---------------	--	---------

DEF JAY

SPECIAL MOVES

EASY

Max Out	\leftarrow (charge) $\rightarrow + P$	$\leftarrow \rightarrow + P$
Double Dread Kick	\leftarrow (charge) $\rightarrow + K$	$\leftarrow \rightarrow + K$
Hyper Fist	\downarrow (charge) $\uparrow + P$ (rapidly)	$\downarrow \uparrow + P$ (rapidly)
Maximum Jackknife	\downarrow (charge) $\uparrow + K$	$\downarrow \uparrow + K$

SUPER COMBO

Dread Carnival	\leftarrow (charge) $\rightarrow \leftarrow \rightarrow + K$	A + B
----------------	--	-------

DHALSIM

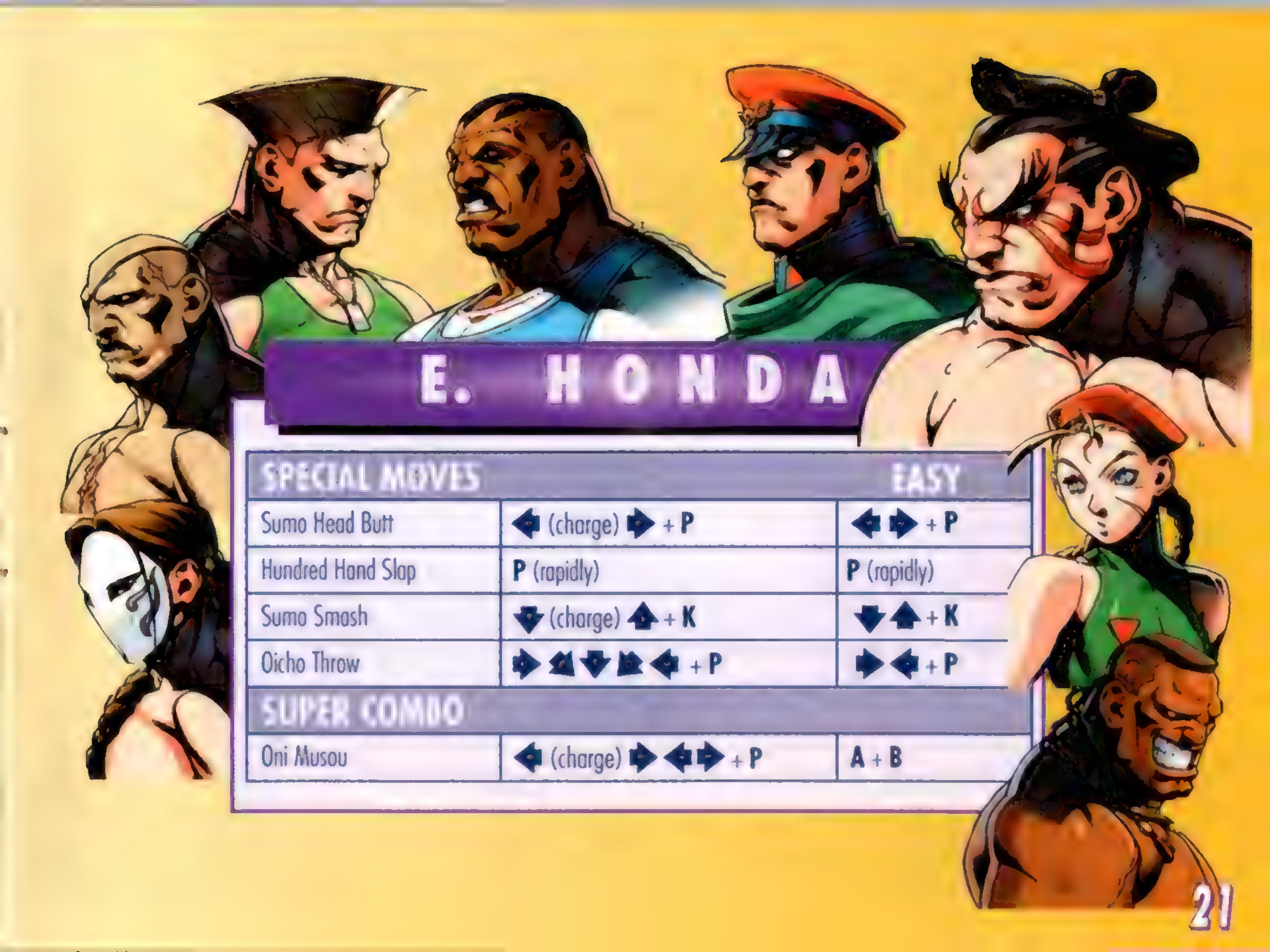
SPECIAL MOVES

EASY

Yoga Fire	↖ ↗ ↘ + P	↗ + P
Yoga Flame	↖ ↗ ↘ ↙ ↘ + P	↖ ↘ + P
Yoga Blast	↖ ↗ ↘ ↙ ↘ ↘ + K	↖ ↘ + K
Yoga Teleport	↗ ↘ ↗ (or ↖ ↘ ↗) + P (or K)	↖ ↙ + P (or K)

SUPER COMBO

Yoga Inferno	↖ ↗ ↘ ↙ ↘ ↘ ↗ ↘ ↘ ↘ ↘ ↘ + P	A + B
--------------	-----------------------------	-------



E. H O N D A

SPECIAL MOVES

		EASY
Sumo Head Butt	\leftarrow (charge) $\rightarrow + P$	$\leftarrow \rightarrow + P$
Hundred Hand Slop	P (rapidly)	P (rapidly)
Sumo Smash	\downarrow (charge) $\uparrow + K$	$\downarrow \uparrow + K$
Oicho Throw	$\blacktriangle \square \blacktriangle \square \blacktriangle \square \leftarrow + P$	$\blacktriangle \square \leftarrow + P$

SUPER COMBO

Oni Musou	\leftarrow (charge) $\blacktriangle \square \blacktriangle \square \rightarrow + P$	$A + B$
-----------	---	---------

FEI LONG

SPECIAL MOVES

EASY

Shienkyaku

◀ ▶ B + K

↙ + K

Rekkaken

▼ ↗ ▶ + P (3x)

→ + P

Hurricane Kick

◀ B ▶ B ▶ B + K

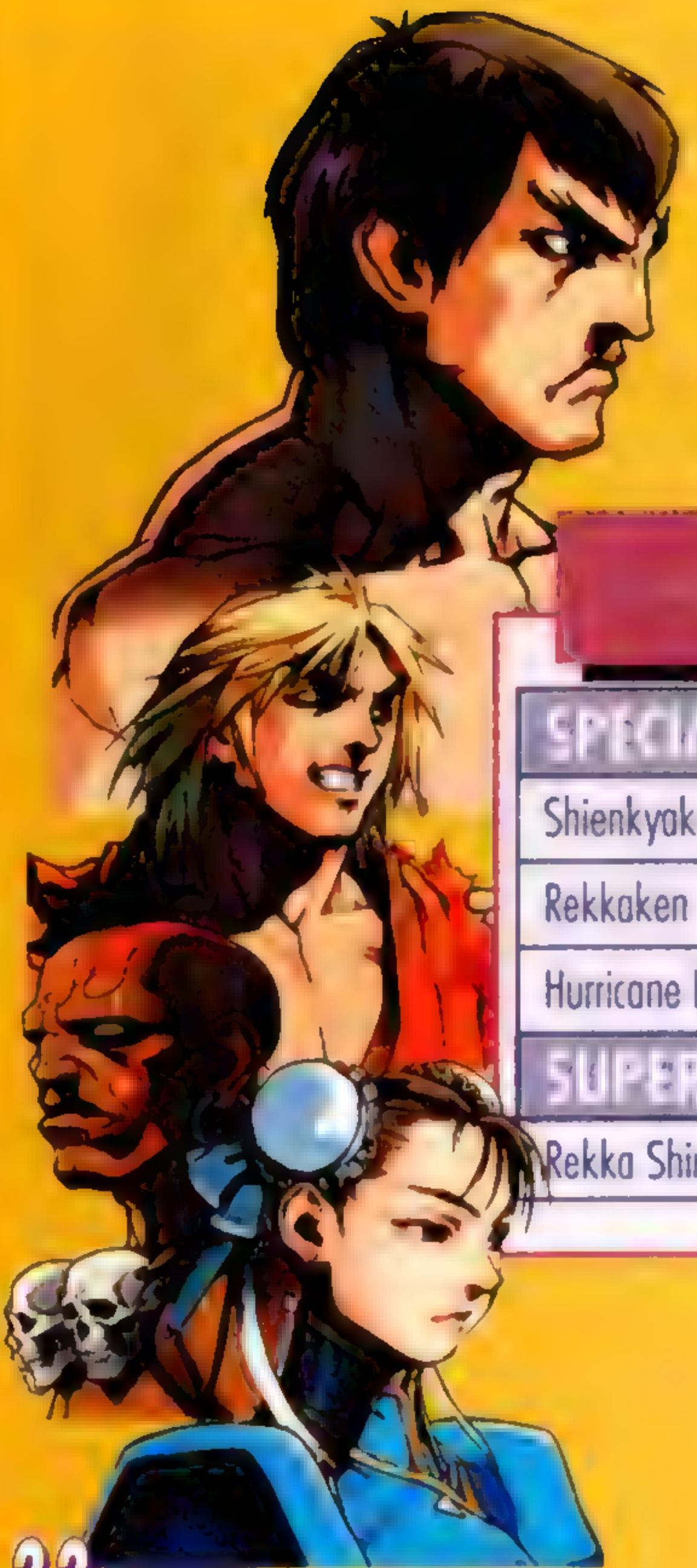
◀ ▶ + K

SUPER COMBO

Rekka Shinken

↓ ↗ ▶ ↓ ↗ ▶ + P

A + B



GUILLÉ

SPECIAL MOVES

EASY

Sonic Boom

◀ (charge) ▶ + P

◀ ▶ + P

Somersault Kick

▼ (charge) ▲ + K

▼ ▲ + K

SUPER COMBO

Double Somersault Kick

▲ (charge) ▲ ▲ ▲ + K

A + B

K E N

SPECIAL MOVES

EASY

Fireball	↓↘↗ + P	↙ + P
Dragon Punch	↗↓↖ + P	↖ + P
Hurricane Kick	↓↖↗ + K	↖ + K
Nata Otoshi Geri	↗↖↓ + K	↖ + K
Osoto Mawashi Geri	↖↗↖↖↗ + K	↖↗ + K

SUPER COMBO

Shoryu Reppa	↓↘↗↘↓↖ + P	A + B
--------------	------------	-------



M. BISON

SPECIAL MOVES

EASY

Psycho Crusher	\leftarrow (charge) $\rightarrow + P$	$\leftarrow \rightarrow + P$
Devil Reverse	\downarrow (charge) $\uparrow + PP$	$\downarrow \uparrow + P$
Head Press	\downarrow (charge) $\uparrow + K$	$\downarrow \uparrow + K$
Somersault Skull Diver	After Head Press, press P	

SUPER COMBO

Knee Press Nightmare	\leftarrow (charge) $\rightarrow \leftarrow \rightarrow + K$	A + B
----------------------	--	-------

RYU

SPECIAL MOVES

Fist	↓→↑↘ + P	→ + P
Dragon Punch	↓→↑↗ + P	↙ + P
Hurricane Kick	↓→↖ + K	↖ + K
Shadow Ryu Hadoken	←→↓→↖→↗ + P	↖ + P

SHATTERED HADOKEN

Shattered Hadoken	↓→↑↗→↖→↗ + P	A + B
-------------------	--------------	-------



SAGAT

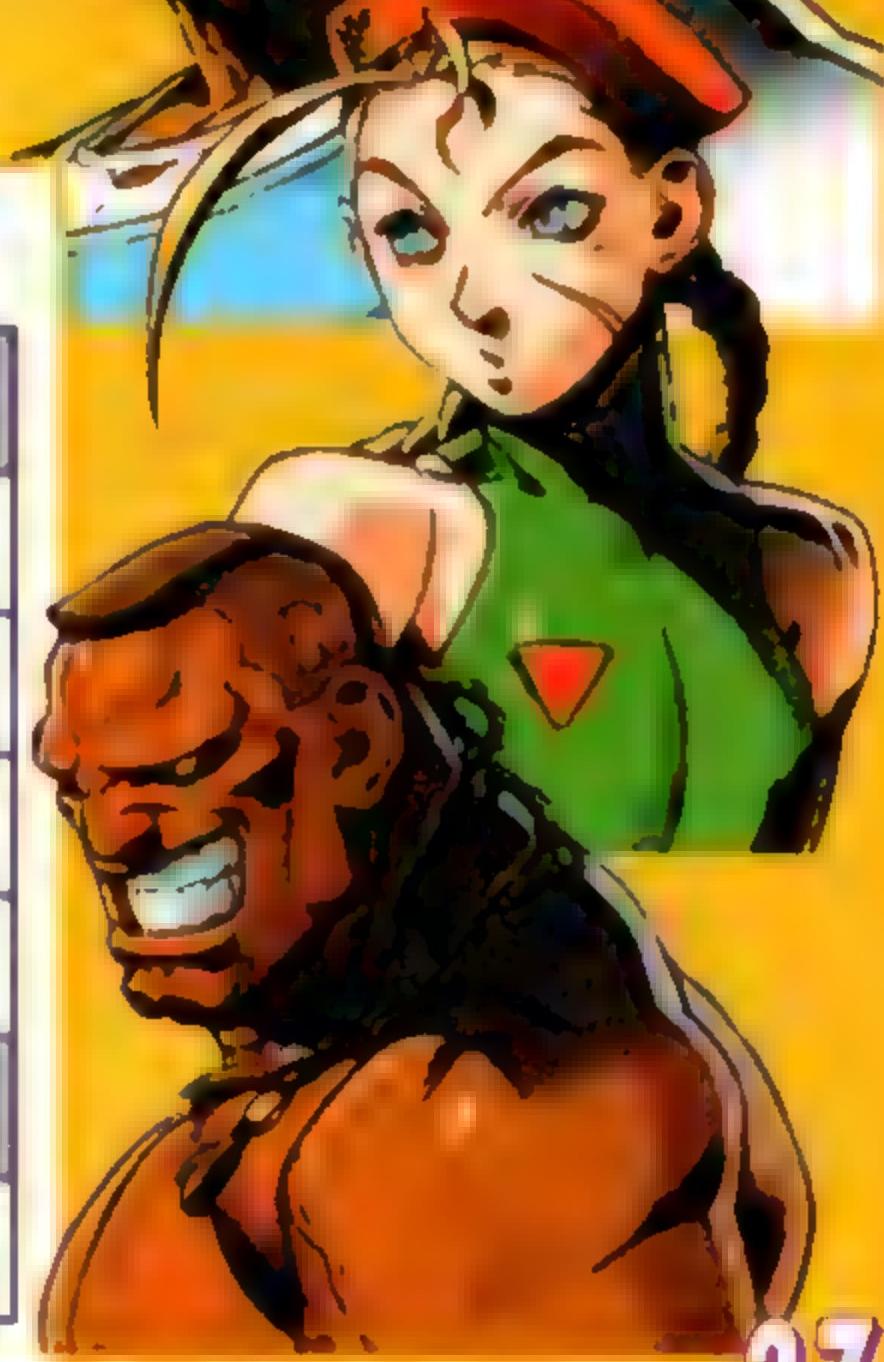
SPECIAL MOVES

EASY

Tiger Shot	↓↘↗+P	↗+P
Ground Tiger Shot	↓↘↗+K	↗+K
Tiger Uppercut	↗↓↘↗+P	↗+P
Tiger Knee Crash	↓↘↗↘+K	↗+K

SUPER COMBO

Tiger Genocide	↓↘↗↓↘↗+P	A+B
----------------	----------	-----



T. HAWK

SPECIAL MOVES

EASY

Tomahawk Buster	↓↘↙↑ + P	↙ + P
-----------------	----------	-------

Mexican Typhoon	360° + P	↓↑ + K
-----------------	----------	--------

Condor Dive	A + B (in the air)	A + B (in the air)
-------------	--------------------	--------------------

SUPER COMBO

Double Typhoon	360° x2 + P	A + B
----------------	-------------	-------

VEGA

SPECIAL MOVES

EASY

Claw Roll	(charge) + P	+ P
Wall Jump	(charge) + K	+ K
Flying Barcelona Attack	After Wall Jump, press P	
Claw Dive	After Wall Jump, press D-Pad + P	
Backslash	A + B +	
Scarlet Terror	(charge) + K	+ K
Skyhigh Claw	(charge) + PP	+ PP

SUPER COMBO

Rolling Claw Dive (charge) + K + P A + B + P

ZANGIEF

SPECIAL MOVES

EASY

Double Lariat	↓↘← + P	→← + P
Banishing Fist	→↘↓ + P	↑ + P
Screw Pile Driver	360° + P	↓↑ + P
Quick Double Lariat	↓↘← + K	→← + K
Atomic Suplex	360° + K	↓↑ + K
Flying Power Bomb	360° + K	↓↑ + K

SUPER COMBO

Final Atomic Buster	360° x 2 + P	A + B
---------------------	--------------	-------

ALL THINGS CAPCOM



CAPCOM

CAPCOM USA
CAPCOM Japan
CAPCOM Europe
CAPCOM Asia

Check out new up and coming Capcom releases!

Onimusha: Warlords - Now Available!

CAPCOM EDGE

CAPCOM STORE

ONIMUSHA: WARLORDS

PROGRAM GUIDE

CAPCOM

CAPCOM STORE

ONIMUSHA: WARLORDS

PROGRAM GUIDE

CREDITS

MANUAL

MARKETING

CREATIVE SERVICES

PACKAGE DESIGN

TRANSLATION

PUBLIC RELATIONS

SPECIAL THANKS

Hanshaw Ink & Image

Todd Thorson

Sean Mylett

Robert Johnson

Nate Williams

Jennifer Deauville

Marion Clifford

Michi Morita

Jamie Gibson

Masayuki Fukumoto

Melinda Mongelluzzo

Matt Atwood

Carrie Root

Bill Gardner

Robert Lindsey

Customer Service

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.



SSF II - TR

CAPCOM®

475 Oakmead Pkwy.
Sunnyvale, CA 94085

PRINTED IN JAPAN